LIAISONS DANGEREUSES

#4 [illegible]

Sept 22 1974

Feb 18 1969

LIAISONS DANGEREUSES #74
Publisher; Lenard Lakofka, 644 West Briar Place, Chicago, Il. 60657 312-929-7057 Calls between Midnight and 7AM are never acceptable.
Games are open in LD. Novice Game fee is $7 which includes a subscription. Rebates for early elimination; 1901 $4, 1902 $3, 1903 $2 and 1904 $1. Subscriptions are 9 for $2. Non-North American game fees/subscription rates upon request. I have 17 people signed up for a new novice game. Please send fee and country preference list. —GAME FILLED—SEE SUPPLIMENTAL PAGE AFTER PG 12
I am now opening an invitational game for experienced players. Game fee $7 To enter you must have won or drawn in LD or any other magazine AND you must be on record as having missed none (or only one) of the deadlines posted in LD or that magazine.

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III  DDDD  AAAA   N   N OOOO RRRR  TTTTT H  H    AAAA N   N EEEE RRRR I CCCC AAAA
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or IDA or bust?
On page 2 you will find a brief explanation of what has occured on the new IDA vs the old IDA. The main point is that EVERYTHING IS NOW IN LIMBO. The new IDA NA does not yet exist but elections for the 13 man IDA council are ALSO posponed. NEEDLESS TO SAY NOTHING TOO CONSTRUCTIVE IS GOING ON DURING THIS ROCKY TRANSITIONAL PERIOD. After many initial cries of "Hamrod" things have cooled down with the proposed compromise on the new document to debate it for 1 month and then proceed giving everyone a chance to vote or even change their vote. However some people are not satisfied with that! Everyone who did sign the letter at BALTIMORE DOES favor reform. Even some who opposed IDA-NA because it was done too quickly favor reform. Even though John Leeder and Robert Correll are pushing their own Canadian organization and are trying ploy after to ploy to keep the old IDA alive. Supposedly this new life is to write a federation proposal but it is only logical thatif IDA-NA is formed it should be the Councils of IDA-NA, IDA CE and IDA UK that should write the federation proposal.

In the last few days I have grown tired of the bickering inthe old Council and I have resigned as acting president of IDA but retained my post of Vice Presidient using Council bill 1976.66 as my basis. Mr. Correll has tried to not accept the post of president and retain the title vice president. This is questionable at best. One wonders how a VP does not automatically become president--in fact there is a council bill involving succession. Mr. Correll has therefore, using this line of logic asked me for the treasury contending that I am no longer on Council. I, of course, do not agree and I have not forwarded the moneys. I will transfer them per the dispersement orders of the members on the ballot to accompany the next DIPLOMACY REVIEW. While Mr. Correll says he will do the same thing his sins of omision to Canadian publishers and players gives me pause.

Mr. Leeder has issued a copyof the Council Courier when this duty falls upon Mr. Correll and therefore the item is illegal. Mr. Correll and Leeder seem content to open the rift in the IDA and, in my opinion, foment troubles as opposed to trying to pour oil on these troubled waters.

Perhaps too many accusations have been made in this entire affair. Perhaps we are all growing too distrustful. I know I acted in good faith and perhaps so are John and Bob. THE EFFECT of all of this speed, legality, etc. however is HURTING THE HOBBY, regardless of how you look at it and regardless of whom you favor/believe.

MORE — SEE "SUPPLEMENTAL PAGE" — BACK OF LANKMAR AD AFTER PAGE 12

NEW GAME ON "SUPPLEMENTAL PAGE"

IDA-NORTH AMERICA... another chance

Scott Rosenberg, Dung Dynamite and [illegible] to [illegible]

1. All elections [illegible] prior [illegible] the organization shall govern, the old IDA 13 man Council or the new IDA 7 (note below) man Council.
2. A new ballot on the ratification of the IDA/NA Consitution shall appear in a DIPLOMACY REVIEW to appear about October 5, 1976. That ballot will ask the membership if they want their dues refunded dependant upon, or in spite of which Council shall be elected. The ballot will ask the members their opinion on the amendment to A) clean up the language of the IDA/NA document and B) Increase the council to 7 members including a Canadian and USA representative in charge of regional business.
3. The DR just mentioned shall contain debate concerning the IDA-NA constitution--all such material must be to Scott prior to October 24, 1976

I believe that this should make everyone happy.
All publishers--PLEASE copy.

Legitimacy?

Perhaps you will think that this is a discussion of the IDA-NA constitution ratification? Alas, it is one of the topics raised by one of the letters to me. I have been called author of a piece of filth, unfit, a bastard, etc. over the IDA Constitution. Not to mention a fraud, thief, dictator, power hungary tyrant, etc.! Do you think that is going overboard? I certainly do. The entire case is well laid out in VERHANDELN #11. This has been printed in its entirety in IMPASSABLE and SAECULUM.

Whatever the Baltimore meeting did was done in good faith. I will swear to that. We did not expect this surge of opposition. Some of the opposition has also been founded in good faith and I do not fault it. Dave Kadlecek should be applauded for his fair and unbiased reporting. Others, however, have sunk to great depths in making this a personal and vitriollic attack upon myself and others of the constitution drafters. My phone number was surely listed, as was Boyerlein's, Buchanan's, et. al. yet no one troubled to call or write first. They accused us of shooting from the hip and then they did exactly the same thing!

THE HOBBY is not being helped by this at all....remember the hobby?

The Canadian Conspiracy.....

I have just received PAROXESM #38. I am sad to say that Robert Correll is guilty of deception. He has ommitted the full account of VERHANDELN when that column would have presented material potentially damaging to the establishment of his Canadian Diplomacy Gamesmasters Organization. He ommited any mention of two phone calls, to say nothing of letters and carbons recieved by him from me on the proposed establishment of a 7 man council including a Canadian regional officer and also the special issue of the DIPLOMACY REVIEW concerning the IDA-NA constitution. He has twisted facts and turned the IDA-NA founding into a nationalistic diatribe designed to split the North American hobby right down the center! This is both dishonest and perhaps even egotistic. John Leeder, in is never ending quest to be precise, has likewise ommitted any comment about the 7 man proposed Council or the new issue of DR designed to rehash the IDA-NA question. John has even taken upon himself to produce a Council Courier that skirts man, of the major issues of the IDA-NA issue. He has sent me a personal letter which reeks of patronizing and sermonizing. I have told John to get off his high horse, that I am tired of his Holier-than-Thou attitude and the rift in the hobby he has produced by the formation of the CDGD! I think it is time John and Robert reexamine the facts and back off before other Canadians, finding the sins of ommission that those two are guilty of, [illegible] hoist them on their own petards!

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TTTTT H   H EEEE    PPPP   Y   Y  RRRR  O   O L    O   O G    I SS    T
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A STUDY IN FIRE USE Copyright. - Lenard Lakofka
A NEW DUNGEONS & DRAGONS SUBCLASS E. Gary Gygax 1976

PYROLOGISTS (hereinafter fire users) must have an intelligence and wisdom score of 13 or better. To become a PYROLOGIST a figure must be human but elves may progress to the level of Incendiary. An elf who chooses Pyrology may not later choose to be an Illusionsist, Alchemist or normal Magic User though Fighter and Thief are still available to him. PYROLOGISTS may be Good, or Evil (the latter is most likely) and are always highly Lawful. Their vestments are always mixtures of Red, Yellow and Orange. They have saving throws vs magic as Magic Users with +2 vs spells of fire but -2 vs spells of ice, cold and paralyzation. Good and Evil PYROLOGISTS may also progress as clerics but they must do so in seperate campaigns. Good Clerics/Pyrologists may progress to the 6th level in both orders only (Bishop and Fire Fly). At the 5th level A Good Pyrologist/Cleric (Curate/Fire Caster) may have and use spells of Fire and the clergy up to the limit of the Pyrologist plus one for each level. Thus a Good Curate/Fire Caster could learn/use 5 first level, 3 2nd level and 2 3rd level spells mixing Cleric or Fire spells. At the 6th level 5 first level, 3 2nd level, 3 3rd level and 1 4th level (which must be a cleric spell) Fire Fly and Bishop. Evil Pyroligists/Clerics (who must be evil/Lawful from level 1--they can not have changed allignment by the time 2nd level is achieved) may proceed even higher to Evil High Priest/Incendiary (both 8th level). Thus he may use 5 1st level, 4 2nd level, 3 3rd level, 3 4th level and 2 5th level (the 5th level spells must be cleric spells).

Psionic abilities that may be gained are; Molecular Agitation, Levitation, Invisibility, Detection of Magic, Etherealness (Hardest to obtain). Attack modes; Psionic Blast, Mind Thrust. Defense Modes; Mind Blank and Thought Shield.

Their speciality is the use of fire, in all of its forms, though they do possess some non-fire/smoke/explosion spells.

PYROLOGISTS use 4sided dice for hits (1-1, 2-1, 3-1, 4-1, 5-1 etc. as clerics they use 6 sided minus 1 AT every level). To be a cleric/fire user the player must announce this intention as a first level figure (whether he chooses to act the role of cleric or fire user first) to gain the 6 sided die for hits. They arm themselves with no armor (even as a cleric) though they may use bracers of defense, rings of protection or cloaks of protection. As Pyrologists they arm themselves with daggers only but at 6th level (Fire Fly) they may use a sword which may NOT be magical though Fire Swords may be used. If a Pyrologist opts for cleric he may not use a sword (Evil clerics may attempt fire swords 75% to succeed otherwise 4-14 points of damage) but he may use a staff. He may not use a dagger even as a fire user. As a cleric he may use a mace. At 5th level cleric/fire user he may use a mace or hammer at will.

Inate powers of Fire Users;

At first level a fire user (or cleric) may cast a light spell up to once a day. At 3rd level twice a day.

At 4th level he may cast Continual Light once per day. At 7th level he may cast the spell twice per day.

At 8th level he gains the spell Blinding Light. Those under 3 hit dice are permanently blinded, those with 3+1 to 6 hit dice are blinded for 2-7 melee rounds, those with 6+1 to 9 hit dice are blinded for 1-4 melee rounds, 9+1 hit dice or more are not effected. The saving throw matrix applies on blinding light. Duration of the actual light is 2 melee rounds. All must look away from the light when it is cast.

TITLE	EXPERIENCE POINTS NEEDED	HIT DICE*	SPELLS 1	2	3	4	5	6	7	8	9	
LIGHT	0	1	1									Light once/day
SPARK	2,500	2	2									
TORCH	5,000	3	3	1								Light twice/day
FLAME	10,000	4	4	2								Continual Light/once/day
FIRE CASTER	20,000	5	4	2	1							
FIRE FLY	35,000	6	4	2	2							
FIRE BRAND	50,000	7	4	3	2	1						Continual Light twice/day
INCENDIARY	75,000	8	4	3	2	2						Blinding Light once/day
INCINERATER	100,000	9	5	4	3	2	1					
PYROLOGIST OF THE 10th Level	200,000	10	5	4	3	3	2					
PYROLOGIST OF THE 11th Level	300,000	11	5	5	4	3	3					
PYROLOGIST OF THE 12th Level	450,000	11+1	6	5	4	4	3	1				Blinding Light twice/day
PYROLOGIST OF THE 13th Level	600,000	11+2	6	6	5	4	3	2				
PYROLOGIST OF THE 14th Level	750,000	11+3	7	6	5	4	4	2	1			
PYROLOGIST OF THE 15th Level	900,000	11+4	7	7	6	5	4	3	2			
PYROLOGIST OF THE 16th Level	1,100,000	11+5	8	7	6	5	4	3	2	1		
PYROLOGIST OF THE 17th Level	1,300,000	11+6	8	8	7	6	5	4	2	2		
PYROLOGIST OF THE 18th Level	1,500,000	11+7	9	8	7	6	5	4	3	2	1	
PYROLOGIST OF THE 19th Level	1,800,000	11+8	9	8	8	6	5	4	3	2	2	

* HIT DICE AS CLERIC
1-1 (BUT ALWAYS AT LEAST 1)
2-1
3-1
4-1
5-1
6-1
7-1
8-1 —TOP LEVEL

Spell titles:

First Level;	Second Level;	Third Level;	4th Level;
1. Detect Magic	Pyrotechnics	Dispel Magic	Wall of Fire
2. Read Magic	Darkness	Explosive Runes	Flame Sword*
3. Read Languages	Levitate	Fire Resistance	Burn Touch*
4. Infravision	Invisibility	Lightning Bolt	Pilar of Fire*
5. Protection/Fire*	Burn Enchanted Wood*	Flaming Web*	Polymorph self to Fire Monster*
6. Fire Dart*	Flame Arrow*	Flame Normal Missles*	Fire Charm/Monster*
7. Fire Trap*	Fire Charm*	Burn Weapon*	Fire Flies*
8. Fire Shield*	Detect Body Heat*	Burn Wood*	CONTROL LIGHTNING BOLT*
9. Cloud*	Phantasmal Fire*	Fire Fountain*	
10. Flash Powder*	Control Fire Ball*	Cure Burns*	
11. Faerie Fire			
12. Flame*			

Fifth Level;	Sixth Level;	7th Level;	8th Level;	9th Level
1. Teleport	Explosion*	Delayed Blast F.B.	Black Fire*	Meteor Swarm*
2. Power Word-Flame*	Lightning Storm*	Fire Stalker*	Summon Fire Monster*	Prismatic Wall
3. Incendiary Cloud*	Stone-Lava*	Searing Heat*		
4. Cause Burns*	Burn Touch 3"*	Blessing of Fire*	Permanent Spell	
5. Burn Rock*	Ether Fire Ball*			
6. Smother Flame*	PASS FIRE*			

FIRST LEVEL SPELLS

1. Detect Magic [illegible]
2. Read Magic " " " " " " " "
3. Read Languages " " " " " " " "
4. Infravision " " " " " " " "
5. Flash Powder
   Five (5) packets can be made from this spell in three hours time. When the powder is cast into the air a bright flash occurs that can (80% chance) blind a surprised attacker within 2" for from 2-7 melee rounds. An unsurprised figure can look away but may not attack the Fire User that one melee round without taking a chance of being blinded (80% for 2-5 rounds).
6. Faerie Fire
   An outline of luminescense that can be attached to a body. It produces a pale glow and does no damage. Area coverage 10 sq feet + level of the Fire User. Duration 6 movement turns, range 6" (as in ELDRICH WIZARDRY).
7. Protection from Fire
   This spell adds one to saving throws against any fire weapon (including flaming swords, dragon breath, fire bals etc.). Adds an additional 1 to a saving throw for every 4 levels of the Fire User. Thus 1st to 4th level +1, 5th-8th +2, 9th-12th +3 etc. (For items like flaming swords subtract 1 from ability to hit since a saving throw is not applicable here). Apply to self or one figure by touch. DURATION 6 MOVEMENT TURNS.
8. Fire Dart
   This is a magic arrow or sorts with 18" range and does 2-5 points of damage (versus undead it does 2-9 points). For every 3rd level of the Fire User add 1 dart to the salvo. Thus 4th level 2 darts, 7th level 3 darts, 10th level 4 darts etc. Saving throws are on a dart by dart basis in a salvo.
9. Flame
   Production of an open flame in the palm of the Fire User is the result of this spell. It cast ½ normal torch light but may be used to start combustables burning. It may be transfered to another player character but M.U.s and Clerics have 40% and Fighters & Thieves 60% of 1-4 points of One Time initial damage. (Then the flame may be held even if damage occured with no further damage). Duration; 6 movement turns.
10. Fire Trap
    The Fire User passes his hand over any closable surface (a door jam, edge of a crate, casket, box, etc.) and then closes the object (It must be closed during one melee round, i.e. 1 minute of time). The figure/monster who opens the object (door, casket, chest, etc.) takes 2-7 points of damage (saving throw applies). Note; This is not a lock or hold portal spell. Fire Users may negate his own spell for 2 melee rounds and then it will snap back in place--or he may remove it permanently. This is NOT a trap removable by a thief but he has a ½ normal percent chance to detect it if he examines the object. Detect magic will find the spell, dispell magic will remove it. Knock will remove it only 50% of the time and only from a door.
11. Fire Shield
    The Fire User appears to have immolated himself but the fire is wispy and not bright (similiar to ½ torch light). The effect of the Shield is to burn normal missles (incoming only) and thus yield level 1 armor. Normal attacks are shielded as if level 5 armor were being worn. A Fire Shield enhances fire attacks and thus is a danger if used as protection from fire. Fire damage will be increased by 50% by a fire Shield. Duration; 2 movement turns.
12. Cloud
    This spell produces a dense smokey cloud in an 8 cubic inch (80 cubic feet) space. Smoke will fill all 8 cubic inches so in a 10x10 foot corridor it will travel 80 feet or a 20x20x20 foot room will be filled etc. Missle fire is impossible through the cloud or into more that 1" of it (1" reduces probablitity to hit by -4). Combat in the cloud is at -4 from probability to hit. A Fire User has the option to be in the center of the cloud or have it expand away from him. Duration 5-10 melee rounds. (note; movement in the cloud at rapid speed is not advisable as one

could run into a wall or trip (10% chance) for possible damage.

LEVEL @ 2 Spells

1. Pyrotechnics Same as Magic User Level 2
2. Darkness " " " " "
3. Levitate " " " " "
4. Invisibility " " " " "
5. Burn Enchanted Wood

This a knock spell vs hold portal and wizard locks. The enchanted door will take from 2-7 melee turns to burn. Non-enchanted doors may also be tried in 1-4 melee rounds. Trying to bash the door before it is through burning can cause damage (75% for 2-7 points) and the door may not open.

6. Flame Arrow

The Fire User may flame 5 arrows during 5 melee rounds (one per round)(range 2") so that the arrow(s) do 1-4 points of additional damage. There is no bonus to hit. Flaming Arrows are considered 'magic' 25% of the time. The arrow must be fired during the melee round it is flamed.

7. Fire Charm

A flame appears that is gossimer thin and whispy but of many colors and changing hues (the flame is 3 feet high and does no damage to anyone passing through it). Any humanoid living figure looking into the flame is transfixed by it (saving throw applies) and becomes quiescent. In this state he may answer questions or may accept commands for from 1-6 hours (6-36 turns of movement). He will answer questions at 100%-(5)(Intelligence). He will accept commands at 100%-(8)(Intelligence). He may be asked one question per 5 melee rounds. Questions that require complex answers may be ignored (75%)--one word, yes/no questions will usually be answered at once (90%). FLAME DURATION 1 MOVEMENT TURNS.

8. Detect Body Heat

Range 8" in the open, 4" behind closed doors, 2" behind enchanted doors. This spell can detect the size of a creature (small, average--man sized, large, huge) and the # present (if all are in range). Undead are not detected. Cold Blooded types might be detected (35% chance). Duration 30 minutes--3 movement turns.

9. Phantasmal Fire

A raging 2" square of flame appears before the Fire User. Unintelligent Monsters who fear fire will cross only 20% of the time and take damage (because they believe the illusion of flame)50% of the time for 5-30 points! Intelligent monsters will perceive the illusion at(5%)(Intelligence). They will not cross if they do not perceive the Illusion. If they recognize the illusion the fire dispells upon contact. Gods, Demigods & other Fire Users (including Balrogs, Red Dragons etc.) are never fooled. Duration; 1 melee round after the Fire User stops concentrating upon maintaining the illusion.

10. Controlled Fire Ball

A Fire Ball has the properties of range, potential and diameter. Fire Users are specialists in the treatments of fire and thus they can control all of those factors! A normal fire ball has range 24" (240 feet in the dungeon), diameter 4" (40 feet) and 1 hit die /level (6 sided) of the Magic User. These items can be interchanged! For every 10" (100 feet) of range sacrificed add 10 feet (1") to the Ball's diameter OR 1 hit die to it.

For every 15' (1½") of diameter sacrificed add 6"(60 feet) to its range OR 1 hit die.

For every hit die sacrificed add 6"(60 feet) to range OR 10"(1") to diameter.

You may make 1 (one) adjustment for every 4 levels of the fire user. Thus a Flame can make a single adjustment, an Incendiary can make two adjustments, a Pyrologist of the 12th level 3 adjustments etc. A Torch can throw a 3 die fire ball but it can not be adjusted in any way.

ATTEND LAKE GENEVA WINTER CON I JANUARY 8 and 9, 1977. Write TSR Hobbies for details (see enclosed flyer).

3rd level spells

1. Dispel magic Same as Magic User spell
2. Explosive runes " " " " "
3. Fire Resistance " " Potion
4. Lightning Bolt " " Magic User spell (no adjustments)
5. Flaming Web

A web is porduced that covers an area of 1"x2"x1". It has a strength of 17. Figures of ST 17 may break out in 4-9 turns. Strength 18 in 3-7 turns. Exceptionally strong in 2-5 turns. These webs are not susceptable to flame. Wall of Ice will crystalize the web (the wall will NOT form) and cause it to break. At the start of the second melee round the web will heat up doing 1-4 points of damage. Each melee round thereafter it will flame for 3-18 points of damage until the victim is burned to death. Creatures employing fire including other fire users can take a saving throw vs the flame--if they make the throw the flame goes out. Anyone can take the saving throw vs the web itself when thrown to dodge it of course. Dispel magic will extinguish the flame but not break the web. A second dispel magic will break the web. If a MU uses Wall of Ice versus a normal web or before the web flames (not just heats up) the figure will be encased in ice.

6. Burn Weapon

The Fire User immolates as in Fire Shield. But whenever a hand held weapon strikes him for damage (bites, claws, hooves etc. apply also) the wielder takes double damage. The spell also produces a fire shield. Flaming Swords do Double damage because of the shield but the weilder takes quadruple damage. Fire Balls and Fire Breath weapons do double damage with no damage to the caster. A Balrog takes damage as does the weilder of a fire sword. Duration; 2 movement turns(20 minutes).

7. Flame normal Missles (incoming)

Any missle fired from a normal weapon will flame 30 feet away from the Fire Caster and be consumed before it hits him. Magic Arrows and/or arrows (quarrels) fired from magic bows(crossbows) will flame also. +1 magic missles(bows) will be consumed 50% of the time but do 1-4 points extra damage if they hit the rest of the time. +2 missles/bows will always do 1-4 points of extra damage when they hit.

8. Burn Wood range 6"

This spell will cause normal wood to burst into flame. Enchanted wood will flame only 10% of the time. Thus spears, axes, arrows, bows etc. will be useless. Unless thrown aside at once clothing may also immolate. If held when the spell takes effect there is 1-6 points of damage.

9. Fire Fountain

The fire user casts a circle(s) of flame of 2" diametr about himself (and no others). Those trying to penetrate the circle(s) take 1 die of hits(8sided) if they do not make their saving throw (if they make the throw take 1-4 points of damage). At 10th level add a second 3" diameter circle and 1 more hit die, at 15th level add a third 4" diameter circle and 1 more hit die. Any figure making it into the circle will cause the circle to disipate at the end of the next melee round. duration; 1 movement turn. Fire Using creatures take ½ damage and only ¼ damage if they make their saving throw.

10. Cure Burns;

From 2-16 points of burn damage only can be removed from a figure. Range 1". Evil Fire Users may not cure burns but may cause them at 1" range. This spell can cure 1-8 points of acid damage also. Wounds from fire swords, for example, may be considered as all burn damage for the purpose of this spell.

4th Level Spells

1. Wall of Fire
   Same as Magic User spell [illegible] not pass through.

2. Flame Sword
   Swords, Daggers and Two Handed Swords may be flamed by the fire User running his hand along the flat edge of the blade (1 melee round). The blade then flames for 1-4 added to hit probability and damage for 5 melee rounds. This blade is "magic" in every way. Morning star's may also be flamed at +(1-3) probability and damage for 3 melee rounds. Any other weapons non-wooden parts may be flamed but there is a 50% chance that the wood and/or thongs will be consumed at once anyway. A 25% chance of being consumed after 1 melee round and 15% after two melee rounds. After 3 melee rounds they will be consumed if they have not already been. Enchanted blades may be flamed (any weapon containing wood will resist the flame if it is enchanted) but there is a 50% chance of dissipating prior magic, 25% chance to erase prior magic and only 25% of not damaging the blade in any way.

3. Burn Touch
   The Fire User immolates as in Fire Shield and Burn Weapon. However mere melee will cause damage to an attacker at 1-6 points. Double damage plus 2 points if he hits the Fire User. Burn Touch has all the pluses and minuses of Burn Weapon. Duration 2 movement turns.

4. Pilar of Fire
   a Fire elemental, tornado shaped, of 2" diameter and 1" height, or 1" diameter and 2" height is created. The elemental must be able to fit into the space it is moving into or its whirling flames will be quenched to ½ potential.
   The elemental has 2 attacks at 3-18 points/attack in the 2" diameter phase or 3 attacks vs tall figures (over 10 feet) in the other phase. Fire weapons do not effect it but air and ice do--an Ice Storm dissipates it at once, a Wall of Ice quenches ½ potential and 50% to completely destroy it. Pilars of Fire do Double damage to undead. The Fire User must dispel the pilar to end it. If he removes his concentration from it it attacks him. Move 12"/turn. Magic weapons and any non-magic hit of 7 points or more will effect it. It has 7+1 hit dice. Armor level 1.

5. Polymorph self to fire monster
   You may become a Balrog, Red Dragon or Hell Hound. As a Balrog you may immolate and may use a whip. Your sword (if you already posses one) is normal and may NOT be flamed unless it is a flaming sword on its own. You may fly as a Balrog but you have none of the spells as per Eldrich Wizardy though the Balrog is feared as a fear word by those of 5+1 or fewer hit dice.
   As a Red Dragon you may fly, fire breath 3 times per day (2-12 points damage) or bite 2-12 and 1-4/claw. (Note as a young slighly below average dragon).
   As a Hell Hound you become one with all properties.
   Hit Dice for all polymorphs is 6 but kills are against your origional total.
   Level 12 and 16 Fire User add one more Hit Die each.

6. Fire Charm Monster
   Same as Fire Charm but applies to monsters also.

7. Summon Fire Flies
   Summon from 4-24 fist sized flies that attack at your command. They have less than 1 hit die each (½) and do 1-2 points of burn damage. Because of their size they are -2 to hit. Fly at 15"/turn. Will remain until all are killed. They will damage undead at 1-3 points of damage. They can not hurt fire monsters.

8. Controlled Lightning Bolt
   Same as lightning bolt but you make those adjustments after 9th level Fire User.
   For each 3" of length add 1 hit die or 2" range (3" SACRIFICED)
   For every 6" of range add 1 hit die or 2" of length (6" SACRIFICED)
   For each hit die add 2" of length or 6" of range. (HIT DIE SACRIFICED)
   One adjustemmnt at 9th level, 2 at 13th and 3 at 17th.

5th level spells

1. Teleport Same as Magic User
2. Power Word -- Fire
   Range 12". Will cause any combustible to flame and a 7" cube of unenchanted items 50% resistant-for 1-6 points of damage on the first melee turn, 2-12 2nd 3-18 3rd and thereafter.
3. Incendiary Cloud
   Appears as Cloud but on the 2nd melee round it turns into flame. Any inside the cloud take 4-24 points of damage. Duration 5-10 melee rounds. As in Cloud running through the dense smoke can cause a figure to run into something or even trip (10%) and fall. Cloud 80 cubic feet (8 cubic inches).
4. Cause Burns at 6" range.
   As in Cure Burns but damage 4-24 points.
5. Burn Rock
   Solid rock up to 1" cubed will burn as if combustible (or area 2"x2"). Those touching the rock take 5-30 points. There is a 20% an unintelligent monster may run into the flame assuming it to be phantasmal fire. Intelligent monsters may also assume it is Phantasmal (see that spell for probabilities). Again fire users Gods and Demigods are never fooled.
6. Smother Flame
   Any flame within 6" of Fire user is quenched (up to 16 square inches plus 16 more square inches at 12 th level, and 16 more at 16th level). This does quench a salamander, hell hound, red dragon, balrog etc. Fire spells are at ½ damage. Duration, 1 movement turn.

6th level spells

1. Pass Fire
   Flame of any kind has no effect on the Fire User (or one he touches) for from 2-7 movement turns. (FIRE SWORD DOES NORMAL SWORD DAMAGE)
2. Burn Touch 3" radius
   As Per Burn Touch but melee is not required with Fire User. Friendly troops gain personal Burn Touch so that they become enchanted but not damaged. They must stay within 3" of the Fire User to keep the touch.
3. Explosion
   Any solid object of at least 50 G.P. weight may be enchanted by touch. (Detect magic has only a 25% chance to detect the trap. A Second Detect Magic has a 90% to fully explain the spell.) When the object is touched again by any but the Fire User the item blows up into a 40 foot diameter Fire ball with 8 damage dice. Ice Storm will negate the spell if the M.U. is at least 2 levels below the Fire User at a minimum. Wall of Ice will work only if M.U. is of equal or greater rank than the Fire User. Dispell magic will work 25% +(5%)(level of Fire User/Magic User)
4. Lightning Storm -- Outdoors only
   A storm comes up (takes 5 melee turns) from which lighting bolts may descend up to 24" from the fire user. Those bolts strike from above in a 20 foot diameter circle at 1 hit die(8 sided) per level of Fire User. This storm will yield from(1-6)plus 3 lighting bolts. (i.e. 4-9)
5. Stone/Lava
   This spell will turn any rock (hard packed soil, not brush nor forest) 4"x4" into lava. This does 5-30 points of damage and figures will sink into the lava at the rate of ½ of an inch (1 scale foot) per melee round. Movement in lava is at 1"/turn if ¼" sunk, ½"/turn if ½" sunk and no movement once 3/4" sunk. Lava can likewise be turned to rock.
6. Ether Fire Ball
   A Fire Ball (standard properties) that can extend into the ether. Highly effective versus displacer beasts, invisible stalkers, etc.

7th Level Spells

1. Delayed Bless Fire Spell [illegible]
2. Fire Shelter
   An invisible shelter in [illegible] for 5-30 points of damage instead of 4-16 points. Once flashed it is visible and [illegible] may be hit more easily than if invisible.
3. Searing Heat
   The temperature of a [illegible] 5" square will become increasingly hot. 1st Melee round those therein will take 1-6 points of damage, 2nd 3-18, 3rd, 4th and 5th 5-30 points, 6th 3-18 points and 7th 1-6 points. Highly effective versus undead but ½ damage only at full heat to fire monsters. Strong winds will reduce effect by 50%. Dispell magic will work @ 10% +(5%)(level of M.U.) as will Ice Storm. Wall of Ice will only work 20% of the time +(2%)(level of M.U.).
4. Blessing of Fire
   This spell gives Burn Touch to 1-4 figures of any type for 3-8 movement turns. Range 6". The Fire User himself may [illegible] on the turn of casting. Any "blessed" figure(s) can operate independently of Fire User. All figures, including the Fire User, will burn out on the same turn.

8th Level Spells

1. Permanent Spell
   Apply to; Detect Magic, Read Languages, Read Magic, Protection from Fire, Fire Shield, Infravision, Invisibility (but as with MU. spell the spell will break if any other spell is tried or violence occurs. Once safe from violence or 1 melee turn after spell is cast magic user automatically becomes invisible again), detect body heat. 1st and 2nd level spells learned from scrolls etc. can be made permanent but the Dungeon Master show caution.
2. Summon Fire Monster
   1 fire Giant, a Balrog, 1 (old) Red Dragon or 5 Hell Hounds may be summoned. If the Fire User is Good/Lawful there is a 30% chance the monster will attack him but he may send it back where it came from after 1 melee turn.
   The monster(s) will then obey the Fire User for 4 movement turns.
   Good Chaotic Fire Users (Elves only) may be attached 15% of the time.
3. Black Fire
   A cloud of dense black smoke with deep red flames therein appears above the Fire User. (At least 20 feet clearance is required and an area of 6" in diameter. Failure to fit these dimensions will cause the fire to descend with tragic results for the Fire User!) The cloud once full formed (2 melee rounds) is 6" in diameter and 1" thick. It will move at 20"/turn and descend upon command up to 60" away from the fire user (center). Everything touched by the descending cloud will take 6-48 damage points. Saving throws are taken only for figures with 6 or more hit dice. An Ice Storm will reduce a portion of the cloud in the area of that spell to ½ damage. Dispell magic is at(5%)(level of MU). Yellow Prismatic wall will save the MU from damage. Indigo will save him from 75% of damage. Once the Fire lands it will stay together for 3 melee rounds. The Fire User must stay in command of the Fire Cloud throughout or it will descend at once and last 1 melee round.

9th Level spells

1. Meteor Swarm
   Same as M.U. spell but all may be controlled
2. Prismatic Wall
   Same as MU.

Magic Items

Pyrologists may attempt to read any scroll but spells of Illusion will likely not be understood (only a 20% to understand), any other spell, unlike his own spells, will be understood 50% of the time. Spells similiar to his own (such as Magic Missile similiar to Fire Bolt, Shield similiar to Fire Shield, etc.) will be understood 80% of the time 50% if he already knows the similiar spell. Spells that are identical to his own spells may be learned at once. FAILURE TO UNDERSTAND A SPELL WILL PROVOKE [illegible] points of [illegible] damage.

POTIONS

Of the control lists of [illegible] following; Fire Resistance, Control of Red Dragon (although he will know the potion can control other than a red dragon but he will not know which--golden dragon control 75% of knowing) and Flash Pellets. No other potions can be identified.

Drinking of Potions of Invisibility, speed, healing, longevity, human control, giant control, and Gaseous form will do no harm.

All other potions will act as a poison at once for 2-7 points of damage.

RINGS, WANDS & STAVES may hurt a Pyrologist if he attempts to use them.

Only Rings of Invisibility, protection, three wishes, fire resistant and many wishes may be used--all others do 2-7 points of immediate damage. A ring can freeze on his finger 30% of the time and do 2-7 more points of damage. A Ring of Cold does an automatic 4-14 points and might freeze on his finger 60% of the time.

Wands, Staves and miscellaneous magic follow the same general rules of thumb.

If a Pyrologist is damaged by the item he will be told its use and if he can comprehend it he may use the item (see scrolls). If he tries to understand the spell--cast it a second time--and fails he takes damage again. In all cases use the test of similarity and anything employing fire will be understood while anything of illusion and cold will be deadly.

Items pertaining to fire will be recognized as being a fire item (details will not be given) upon inspection of the item.

CAPTURE & BONDAGE IN DUNGEON & DRAGONS

Being tied up is not necessarily the key to capture and imprisonment! It is not unusual for a figure to be captured, bound and then questioned. The figure may be reluctant to answer your questions. While it is not incorrect to threaten a figure it is usually considered unlawful to torture a figure, especially for Good types. Also there is a fair chance that torture sufficient to produce information is also sufficient to produce unconsciousness, thus defeating the purpose of the torture. It is also highly unlawful to just assassinate a figure, especially for good figures. Evil lawfuls are allowed some leeway but the chart in STRATEGIC REVIEW Vol 2 #1 should be the DM clue as to what even an evil lawful may do in the way of assassination and torture. For lawfuls it is more correct to use some threatening but then revert to charm person, or hold person to get the required information/assistance.

Remember that the longer you take with torture, questioning etc. should increase the probability of wandering monsters!

A bound figure still should have some chance to escape his bonds. Sum Strength & Dexterity (assuming that each is at least 9) and divide by 4. Even if guarded his ropes should be manipulatable at these percentages;

9-10	average	strength/dexterity	5%	of	loosening	bonds	per movement turn.
11-13	"	"	"	10%	"	"	"
14-16	"	"	"	15%	"	"	"
17	"	"	"	20%	"	"	"
18	"	"	"	25%	"	"	"

Ropes can also be given a Strength and tied persons can try to break out, using strength alone, just as if a door were being bashed at with kicks or runs (see LD #73--Dungeons & Doors © 1976 E. Gary Gygax, Lenard Lakofka all rights reserved as with this item)

Figures escaping need not demonstrate that they are free/loose at once. There is always a 40% chance of entanglement if the figure tries a quick 1 turn escape. Once loose the figure fights at his ST-2 for first melee then ST-1 for the next round to rid himself of the stiffness of being tied.

Spells can be tried while tied but there is a terriffic chance of failure and another chance of insanity if the spell fails. Magic Users (any spell caster actually) must be unmolested even if tied up.

continue to page 13

Notes from LD 72 and LD 73 on D&D articles

LD # 72 WOMEN & MAGIC

Female fighters have an average strength [illegible]

Evil Chaotic Clerics (female) may use their beauty scores [illegible]

page 3--the work referred to should be GREYHAWK, not [illegible]

page 8 Women are allowed 1000 points of encumbrance plus 40 times their strength score. note; per DRAGON #2. Women can not bear items that require a Strength score of 15+.

page 10. The Saving throw formula is backwards! It should read; Sum Seduction level and beauty score. Subtract that sum from the Wisdom of the Target Figure AND add that difference toa 20 sided die roll. Otherwise the wiser you are the more likely the seduction--and that is not what was meant, although.....

page 11. Mind Meld is intended to allow Magic Users to throw KNOWN spells at a higher level. While at the higher level they can LEARN new higher level spells BUT they would lose the knowledge of that new spell as soon as the mind meld were broken.

LD #73 Morale & Damage in D&D page 6

After working on this a bit more I find that it is easier to subtract -1, -3, -5 and -8 (cumulative) for 25%, 50%, 75% and 90% damage respectively in all four categories as opposed to making differend subtractions for different characteristics. You can use the rule either way, of course. Figures may remain conscious 67% of the time if Strength, Dexterity or Constitution go to 2 because of subtractions. Figures may remain conscious 33% of the time if Strength Dexterity or Constitution go to 1 because of subtractions. If any of those three scores go to zero the figure is unconscious.

When a level 1 figure loses one level at 50% damage there is a 50% chance that he will remain conscious but at -2 from his die roll (probability). At 75% damage he will be unconscious.

When a levah 2 figure loses one level at 75% damage there is a 50% chance that he will remain conscious but at -2 from his die roll (probability). At 90% damage he will be unconscious.

When a level 3 figure loses one level at 90% damage there is a 33% chance that he will remain conscious but at -2 from his die roll (probability).

Unconsciousness does not apply to the undead or enchanted monsters. If level of those figures goes [illegible] to zero count as -2 on hit probability.

figures goes beyond zero count as -4 to hit probability

figures goes beyond zero a second time count at -6 on hit probability.

REMEMBER THAT BONUSES DUE TO ABOVE NORMAL STRENGTH AND/OR DETERITY ARE ERASED IF DAMAGE REDUCES STRENGTH OR DEXTERITY. If strength or dexterity scores go below normal all applicable penalitges are used.

Note that "normal men" or living figures of below one hit die are always unconscious at 50% damage!

Unconscious figures, if not damged after they pass out, may recover consciousness after 20-70 minutes but at appropriate subtractions. Figures so badily wounded will seek to escape, not fight, and always lose first hit if attacked.

E.g. a normal man (level 1 but not a veteran) receives 50% damage (he can take 4 hits and has taken 2). After 40 minutes (10minutes plus 10(roll of 3 on a six sided die)) he may rise and try to escape. If he were attacked it would be a -2 to hit when he counter attacked. If a level 6 figure had strength of only 8 and he was hit for 90% damage his strength would go to 0 and he would pass out. After, let's say 50 minutes, he recovers. He would be treated as a 90% damged strength 1 figure level 3.

If a level 2 figure received 75% damge there is 50% chance of staying conscious. He fails the roll. After, let's say, 60 minutes of not being hit any more he regains consciousness. He will operate as a level 1 figure minus 2 on his hit probability. note that he must try to escape--or in the case of a player character rejoin his group or retrace his steps. A level 1 veteran takes 75% damage (3 out of a possible 4 hits). he loses two levels. After DOUBLE the normal time, let's say 40 minutes plus 60 minutes (use two rolls) he finally regains consciousness having received no new hits while lying there. He operates as a level 1 figure but -4 to hit others. Spell casters, in this state of regaining consciousness, should NOT be allowed to throw any spell of attack. defense spells should result in insanity at least 50% of the time.

First--another new game! I do not have a boardman number yet because the last check just arrived today. (Number please Doug.... Name?)
From this point on Doug (in EVERYTHING # 28 you will find all details) will charge $1 per Boardman Number due to the attitude taken by Avalon Hill & Don Greenwood who does not seem to understand our hobby one iota. Yet the idependance of the Boardman Number custodian is paramount so I will gladly pay my Buck.

Note: If the publisher or a player does not pay the $1 fee by the Fall of 1901 the game will NOT receive a number and likely will not be rated! If your GM has not applied for a number remember that unless someone pays the fee there WILL BE NO NUMBER!

But back to the new game.....

Austria	Robert Coan, 291 Garner UBH Champaign Il 61820 (owe $1)
England	Joseph Rizzo, 0911 Higgins Hall, Western Ill. U. Macomb Il. 61455
France	P. E. Decker, 4016 Schoolhouse Ln., Plymouth Meeting Va. 19462 (owe 2.50)
Germany	Richard Weeks, PO Box 55, Bellemont Rural Station, Flagstaff, AZ 86001
Italy	August Lukow Jr. 7681 Riverview Dr. #203 Jenison Mich 49428
Russia	Thomas Thompson, 3431 Shepherd Hills Dr. Bloom MN 55431
Turkey	T. L. Mohrmann, 8415 Benecia Ct. Alexandria Va. 22309

MORE on IDA------Good news for a change

Alan Rowland, Lafayette College, PO Box 2173, Easton Pa. 18042 will now handle novice game inquiries in the United States. Joel Klein has forwarded the necessary materials to him.

Now some bad news.....
I have just received THE BESH PAPERS. Therein one of the co editors Greg Costikyan keeps the old parliamentiary ball rolling by tearing the constitution from stem to stern. What is distressing is that Scott Rosenberg the publisher does not make one statement about the proposed DIPLOMACY REVIEW is to be doing in a few days to discuss the constitution and call for a revote. If Scott is doing advertising concerning this compromise reached jointly amoung Doug Beyerlein, Scott and myself and have yet to see one word in print generated because he is advertising the event. The DIPLOMACY REVIEW will be rather pointless if there is nothing in it! I therefore urge Scott to wait till mid October before doing that DR so that this copy of LD, plus HOOSIER ARCHIVES and IMPASSABLE will cause some material from both sides to be generated. I have sent the text of two amendments to Scott. One amendment calls for the 7 man council so that this upcoming election will be for 7 persons if that amendment passes. The second amendment calls for rewording of certain ambigous areas throughout the document. These two amendments plus the DR itself should calm many critics. But getting back to Greg's.....
He lays all of the blame at my door and suggests that some'well known person like Walt Buchanan or John Boyer ....be appointed acting presdie dent until elections can be held.' Well this would be fine EXCEPT THAT WALT BUCHANAN & JOHN BOYER BOTH KNEW WHAT WE WERE GOING TO DO AND BOTH AGREED. IN FACT WALT HELPED WRITE THE DOCUMENT! Does this make any sense? Also, for the record, Greg says he has sent me dues for IDA. I have received nothing from him. Greg if you want to put a stop on yorr check and send a new one I'll record your membership.

LANKAMAR REVIEW PAGE 13

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Any tied Magic User may try the following spells. The Spell must be known, of course, and usable. [illegible]

Title of Spell	Chance of Success	% of Insanity at Failure
Protection/Evil(good)	50%	10%
Charm Person	35%	20%
Sleep	30%	20%
Sheild	35%	10%
Ventriliquism	70%	5%
Levitate	30%	15%
Phantasmal Forces	20%	30%
Invisability	25%	15%
ESP	20%	25%
Mirror Image	25%	25%
Magic Mouth	30%	20%
Hold Person	10%	50%
Self Hypnosis (anti-charm person)	20%	20%
If Charm (hold person) tried	30% of new charm override	20% instant death
Clairaudience	15%	30%
Clairvoyance	15%	30%
Polymorph Self	10%	50%
Summon Monster I	7%	60%
Wall of Fire	5%	70%
Confusion	5%	70%
CLERICS		
Protection/Evil(Good)	60%	10%
Hold Person	20%	40%
Bless (other person)	20%	20%
Female Thieves/Magic Users		
Seduction I	20%	30%
Charm Men I	25%	25%
Sleep (Thief)	20%	30%
Mirro Image(Thief)	15%	30%

Insanity will last from 2-7 weeks.

LANKHMAR AD OPPOSITE

LANKHMAR
a raunchy review....

While browsing in the DUNGEON (Lake Geneva Wisconsin) I came across a curious blue box. Along the edge was written the title LANKMAR and "Adult Fantasy Game--for 2-4 players, ages 12 and up!" "My goodness!" I drooled, "They wouldn't dare...." I was a bit put off by the cover picture but the castle background of the drawing added a kinky flavor--I would not be put off--I bought it!

When I got home I dredged up by dog-eared black book and began to dial. "Hello Dorthy--er is Dorthy home?" "No! Who in the $%&@! is this?" a gruff voice questioned. (aside) "Dotty if you've boots $%&@! agin begind my back...." "What a novel Idea"I thought and hung up.

Forty five minutes later, 3 hungry looking faces sat across from me at my dining room table. Betty was always game I mused to myself as I looked at her two-sizes-too-small sweater. Roxanne was the last on my list--it must have been just after or else she would not have come out. Bill was, of course, hot to trot and all I had to say was "Adult Fantasy" and he appeared in his leather outfit just dripping with chains, a pair of handcuffs hung on his belt.

I placed the box among us. I [illegible] leather or latex but there were [illegible] and various pieces of various [illegible] were attached by a cookie cutter.

Betty, seeing the dice said, "Oh! I've played dice before!" as she began to unbutton her blouse. "You haven't lost anything yet!" I admonished her. "Oh I lost dat years ago!" Bill just smiled.

I began to read aloud trying not to salivate into the box. Just as I was about to speak Roxie screamed, "Geas!" I said, "For heaven sake, do it in the John!" "No, it's the cards"she gasped as she arranged them in a pattern I'll not describe here. Bill blushed!

"Reward", cried Betty and made another pattern juxtaposed to Roxie's. "Girls. Girls!" I yelled. "Spoilsport!" they both winced at me and began to shuffle the little decks of cards giving Bill and I all of the Geas and keeping the Rewards for themselves.

"Go to the gates of Quarmall and one warrior will join your forces!" Betty read. "Prudish way of puttin' it!" she said. "Listen to this,"cried Roxie. "Find one horse along the River Mangrishik! What was that noise I heard in your Bedroom Lenard?!" "Now girls let me read the rules!"

"Number of players" I began, "Object of play: ....occupy one all of your opponent's Citadels before he occupies all of yours....!" "No one is gettin' in MY Citadel" Betty offered somewhat halfheartedly. Undaunted I read on.

"Hey! This is a wargame!" I moaned remembering how Betty used to beat me at PANZERBLITZ. She had a Line of Sight you would not believe! Finally I finished the rules. "Oh Goodie" cried Betty and Roxie. Bill and I sighed though Bill give me a very dirty look!

Three hours later we finished. Betty won, of course. We all admitted it was an excellent game--well worth the $10--It was fun and interesting right down to the end when I lost my last sock--Betty had captured my Citadel!

See enclosed flyer for details on LANKHMAR!

SPACE 1999 back for another try...

The 1975 television season brought us one new science fiction entry--SPACE 1999, along with about 15 cops & robbers shows. Perhaps the networks should consider a 2001 cops & robbers--a little something for everyone? At any rate Space 1975 was, at best, C+ science fiction and, at it's worst, it was almost LOST IN SPACE--shudder! Some of the Space 1999 sets were just horrid--the main control room looked like 10 people sitting at writing desks as opposed to the controllers of a vast space station on the moon. Some of the actors, and it was praise to call them that, were completely out of place in the series. The chief science officer talked like a 1950's highschool teacher--frankly I think he was still looking for David Janssen and no one told him this was a different series. One fellow, who was supposed to be a computer genius, had a look on his face as if his tapes had just been erased. Then there were the plots--or should I say lack of plots? Only two shows were reasonably good science fiction, the rest were poor to awful!

Space 1976 is not STAR TREK but it is vastly improved. The season opener was half way decent--in fact I liked it! The sets have been changed as well as the cast with Barbara Bain has at least tried to act--last year she had an expression of vapid fear throughout many of the episodes. This year she look afraid. At least B+ Science Fiction is tolerable to enjoyable. Let's hope they keep up the good work!

*DEADLINE FOR ALL SEASONS IN ALL GAMES IS BY 4PM on TUESDAY OCTOBER 20 1976 *

1974 [illegible]

England, Vagus [illegible]
f nao, a ruhr, [illegible] Nth

France, Morton A PAR/6/f lyon, f tun, f [illegible], a par, a bur,

Germany CDM Removes A [illegible] -1/1/A SIL [illegible]

Italy, Birsan -1/2/ a pied, a rom [illegible]

Turkey, Pitsch A CON, A ANK, A SMY/12/f aeg, f ion, f nap, a boh, a vie, a tyo, a ukr
a sev, a bud

1975 S The Spring of 1908 Fall 1908 due by 4PM on Tuesday October 20, 1976

Austria, Allen/12-1short/A RUM+A SEV(S)a [illegible]-UKR, A KIEL(S) A BER H, A RUHR(S)A KIEL,
A ARM(S) A SEV, A MUNS A BER,A BUD-gal, a vie-BOH, a smy-CON, f con-ANK

England, Treso NMR f den, f nth, f lon, a lvp/D+A/

France, Mathias/1/ A HOL(S) AUS A KIEL

Italy, Foster/10/A BEL (S) PARE A HOL,F TYR(S)f nao-LVP,A [illegible] S MS A PIE, FROM-tyrr,
F MAO-nao,F TYRR-wes, F WES-nao, f syria-PORT

Russia, Weeks/6/ A WAR(S)a sil-GAL,A [illegible]-ber,A MOS [illegible], F [illegible]-nao, a-st p-LVN

1975 W The spring of 1904 Fall 1904 due by 4PM on Tuesday October 20, 1976

Austria, Karan/5/ a vie-BOH, A BUD-gal, a tri-TYO, a gal-UKR, a run h/S....

England, Sypehr/5/F NTH(S)f lon-ECH, a lvp-WAL, f nao-NAO, a den-SWE

France Ditmar/5/A GAS, FIONT, A BURG, A [illegible], F [illegible]/

Germany, Sannwald/3/ nmr A KIEL, F HOL, A [illegible]

Italy,Silko/5/ A MAR(S)f lyon-SPA SC, F WES(S)eng f nao-MAO, A VEN H, A PIED H

Russia, Foster/7/F BLA+A SEV(S)a ank-BUL,A BER(S)a sil-MUN, a [illegible]-gal, f swe-BAL

Turkey, Michal/4/F CON(S)+F AEG(S)a bul-SMY,a smy-VEN

1975 IM the Spring of 1904 Fall 1904 due by 4PM on Tuesday October 20, 1976

Austria, Wan/7 1 short/f gre [illegible] A SER-bul, A TRI(S), a vie-TYO, A MOS (S)aRUM-sev, abud-GAL

England, Crockett/9/ 4060 S. Maplewood, Chicago, Il. 60632 F NEG, F BAR + F NTH (C)
a lon-STP, a stp-LVN, F BAL(C)a sue-PRU, a den-KIEL, a kiel-HOL

France, Treworgy/9/ 2112 Country Square Dr., Urbana, Il. 61801 F TYRR(S) f tus-ROM,
a par-BURG, a mar-SPA, a mun-BOH, a bur-SIL, f tun-ION, F [illegible] H,A PIED-ven

Italy, Mathias/3/ f ion-GRE, A VEN-tri, f rom-tyrr/2....

Turkey, Foster/5/F BLA + A UKR (S)a arm-SEV, F AEG(S) ION f ion-GRE, A BUL-run

---

1975 CF the Fall of 1907 Winter 1907 dueby 4PM on Tuesday October 20, 1976 note:S07 abud RUM

Austria, Kador 1220 EW Highway #1711 A Silver Spring Md. 20910 owns;bud,v ie,ser,tri,RUM
5=4+1 A TRI(S)AVIE(S)ATRI,A SER(S)A RUM-bul

England, [illegible] nmr drop Harry Kahn, 980 Varsity Dr., Evansville, Ind. 47712 owns;
swe, den, [illegible] 2=3-1 F DEN, F SWE, F BAL

France, Rowland, Lafayette College, PO Box 2173 Easton Pa. 18042 owns; bre,par,mar,spa,
port,lon,tun,edi,lvp,bel,nap,mun,rom,VEN,KIEL,BER,HOL 17=13+4! A TUS(S)apied-VEN.
A MUN(S)a sil-BER,a HOL(S)a ruhr-KIEL, [illegible] f ion (S)a... aus a bul-gre/no such unit/,
f ech-NTH, f nao-NWG, f nth [illegible],f rom-TYRR, f tyrr-WES

Germany, smith/3/ nmr owns;[illegible] A GAL A UKR, A Kiel/d+a/ 0=2-2 out

Italy, Hance owns; [illegible] 0=1-1 out A TYO-mun

Russia, Fabry, 8034 N. Ozark, Niles, Il. 60648 owns;mos,stp,nwy,WAR 4=2+2

Turkey, Michal owns; con,ank,smy,bul,sev,gre,[illegible] 0=7-1 6814 W Devon Ave, Chicago 60631
F BLA(S)A BUL-rum,F ALB+F GRE(S)f adr-ION,A SEV-ukr,F AEG-bul sc

I have a call for a number of draw votes but they seem rather pointless at this point in time. I would like a vote on a concession to France with the Winter adjustments. Note; A concession vote must be 30 or more supply center votes in favor to pass. Failure to vote is a NO.

1975OG Winter 1906 Spring 1907 due by 4PM Tuesday October 20,1976 not e F06 Fr owns BER
A)Adams A BUD,AVIE/6/agal,atri,agre,awar //3)Sergeant A EDI/10/f bal, f both,a lvn,v.lp,
a mos, f helgo, a kiel,fnwg,f nth//France Rittle A PAR, A MAR/10/a ruhr,a mun,a[illegible],
ftyrr, f nap,,flyon,a pied, f tun//Italy Baillie BVEN/2/ A VEN, A TUS// Turkey Mix
sven/6/F ION, F ADR, F SMD, F AEG, A BOH, A SEV

1975 RS the Fall of 1904 [illegible] October 20 1976
[illegible]
Austria [illegible]
[illegible] gre-MAR, f MAL [illegible]
England, Dorchack owns; [illegible] (S) [illegible] L-S(S)
f lrl NAO, f par-bre/[illegible] A LOR H 6-[illegible]
France, Wan owns; par lon, [illegible] A [illegible], PEAD-[illegible] f bre-GAS
Germany, Amelling owns; ber [illegible] kiel, hol, den, [illegible] bel 6-[illegible] A MAR(S)a ber-SIL,
F DEN H, A BEL(S)+ A [illegible] HR(A)A MUN-bur, MO [illegible] CRE, RER A MUN-ruhr, F BAL H
Italy, Sawwald/5/ owns; [illegible] ven, rom, sun, sa [illegible] F A G, PEAD, ASMY, AVEN, FAUR 4-5-[illegible]
Russia, CD owns; [illegible], sev, 4-1 even F SEV
Turkey, Anderson/3/owns; bul, con, ank, RUM 4-[illegible]+1 A SEV(S)f BLA-RUM, A CON-smy

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1976 BQ Fall 1902 Winter 1902 due on Tuesday October 20, 1976 by 4PM
Austria, Karan owns: tri, vie, [illegible] 2-[illegible]-2 A VIE(S)atyo-TRI, abud/[illegible]/d.../A VIE, fgre/d...
England, Adams nmr, non owns; lvp, lon, nwy, bre, edi, SPA 6-5+1 F IRI+FMAO(S)+AGAS(S)a wal-
SPA, F NWY h
France, Ditter nmr nmo owns; par port, mar [illegible] 5-[illegible]+1 A PAR, A spa/D+A/, f PORT
Germany, Hance owns, bel, kiel, den, mun, ber, hol 6-6 even A BEL(S)a burg-PIC, A BER(S)
a ruhr-MUN, a den-KIEL, f helgo-DEN
Italy Sannwald/4/NMR NSO owns; tun, nap, ven, rom 4-3+1 F lon, a alb, f apu, a tri/D+A/
Russia, Sypher owns; war, mos, sev, rum, stp, ser, BUD, SER 6-6+2 AWAR(S)a ukr-GAL, A SER(S)
a gal-BUD, F RUM H, F SWE S
Turkey, Amelling owns; smy, bul, con, ank, GRE [illegible]-1 F AEG-ion, ABUL(S)faeg-GRE, A CON(S)ABUL

Spring 1901 1976 DN Fall 1901 due by 4PM on Tuesday October 20, 1976
Austria, Kahn 980 Varsity Dr., Evansville Ind, 47712 (Harry; see 1975 CF)
a vie-BUD, a bud SER, f tri-ALB
England, Smith f edi-NTH, a lvp-YORK, F ION-ech
Germany Baillie a mun-RUHR, f kiel-DEN, a ber-KIEL
France, Nyderek a par-PIC, A mar SPA, F BRE ech
Italy, Blockman a ven-TYO, a rom-VEN, f nap-ION
Russia, Fabry f sev-BLA, a mos-SEV, a war-UKR, f apt sc-BOTH
Turkey, Hinton a con-BUL, fank-CON, a smy-ANK

Note: IN BOTH NOVICE GAMES, Your orders must be signed and contain the BOARDMAN NUMBER. Also orders must be explicit and correct! Ambiguous orders will fail!

1976 DY the Spring of 1901 Fall 1901 due by 4PM on Tuesday October 20 ALL SEE ABOVE
Austria/ Holt a bud-SER, a vie-TRI, f tri-ALB
England Ehzier f edi-NWG, f lon-NTH, a lvp-YORK
France Crockett 4060 S. Maplewood Chicago, Il. 60632AMAR(S)a par-BURG, f bre-MAO
Germany Dorchack a ber-KIEL, a mun-BOH, f kiel-DEN
Italy Sypher A VEN H, f napION, a rom-APU
Russia, Rizzo f stps-BOTH, a mos-STP, f sev-RUM, a war-SIL
Turkey, Casper a con-BUL, f ank-CON, ASMY H

LEONARD LAKOFKA
644 West Brier Place
Chicago, Illinois 60657

JOM-XI
The Chandler Conspiracy
The PYROLUSITE in DED
INSECTS & TOMBAGE IN DED

1+2
OPPOSITE 13

First Class Mail

Rod Walker, T
1273 Crest Dr.,
ENCINITAS CALIF 92024

United States 13c United States 13c